ENTERACTIVE™ VIDEO GAMES

NES-GC-USA

GOTCHA!™*

THE SPORT!

INSTRUCTION BOOKLET

LIGHT GUN SERIES

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

It's just you now...you're alone...no one to turn to for help. Sure the odds are against you, but this is when you can really show your stuff. You've got your Nintendo® Zapper® in your hand and a pretty good supply of paint pellets. Don't waste any 'cause you'll need them all. Your opponents are all around and they're good shots.
Whether you're in the dense green woods, the steamy urban ghetto, or the snow covered winter forest, there's only one thing on your mind...survival. Register a hit on an enemy player and mark him with a paint splot. Watch out though, because in this game they shoot back and the only way to be safe is to shoot first and shoot straight. This is the ultimate challenge...dare to take it...try to survive.

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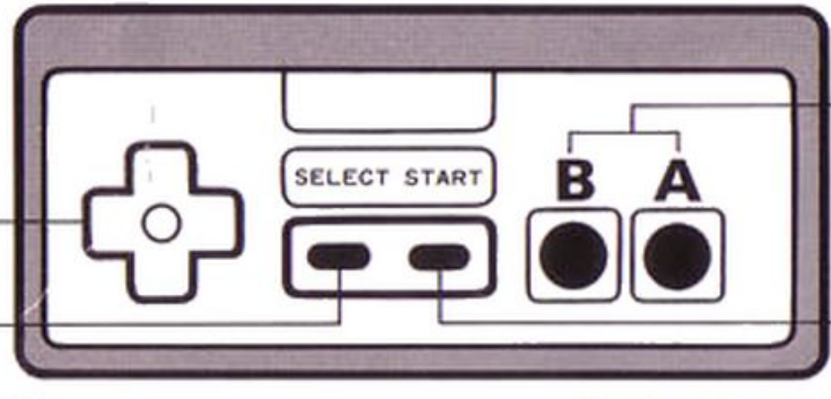
1 HOW TO USE THE CONTROLLER

● In this game you need to use both the controller and the Zapper® at the same time. Shoot opponents with the Zapper® while you move the screen back and forth with the control pad.

■ CONTROLLER DESCRIPTION AND OPERATING INSTRUCTIONS

CONTROL PAD
move right or left

A, B BUTTONS
not used



SELECT BUTTON
use to select one of three skill levels

START BUTTON
press this button to start the game, to pause the play during the game and to release the pause.

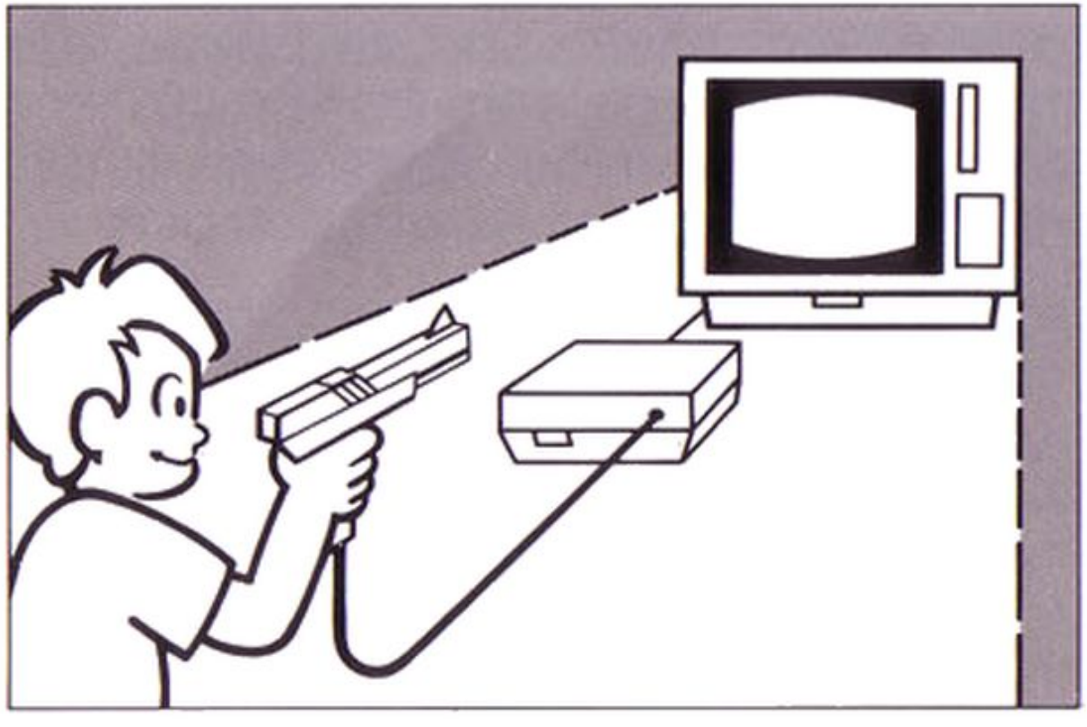
2 HOW TO USE THE ZAPPER®

■ TARGET RANGE: Approx. 6 feet

The target range depends somewhat on the size of your TV.

■ ADJUSTING THE TV SCREEN

The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.



- Plug your controller into socket #1
- Plug your ZAPPER® into socket #2

3 HOW TO PLAY

■ SELECTION OF THE SKILL LEVEL

● Press the start button and the "SKILL LEVEL SELECTION" screen is displayed. Select one of three skill levels with the SELECT button.

■ RULES OF THE GAME

● You operate the control pad to move the screen ahead to opponent's base, sometimes to attack opponents and sometimes to avoid their attacks. After taking opponent's flag (red) from their base, you must safely return to your base with that flag to win a victory. Once you shoot the red flag, the course is switched over to the return one.

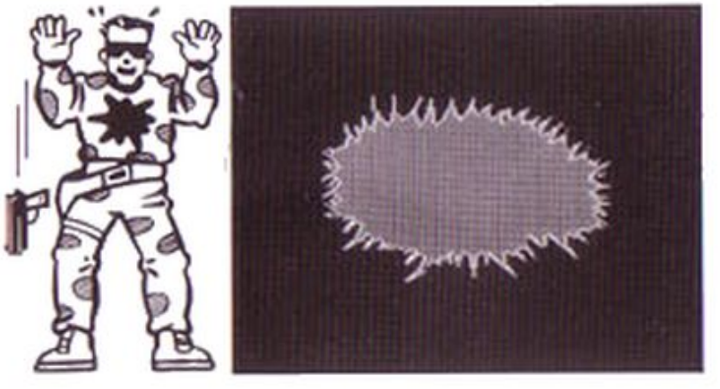
● You are given three Blasters at the start of the game. Each Blaster comes with ten Ammo Bursts. When you shoot all your Ammo or you get shot, one Blaster is lost.

● Five Ammo Bursts are supplied if you shoot at the Ammo box on the ground. If you shoot at the Ammo box carried by an opponent, ten Ammo Bursts are supplied.

=10 =5

● When the opponent tries to take aim at you, the **sighting device** is displayed at the lower position on the screen. You have to shoot before he does or move the screen ahead to avoid his attack.

● If you shoot an opponent, a **splot** will mark his chest. he will then hold up his arms and leave the screen. If you are shot, a **big splot** is displayed on the screen and you lose one Blaster.



- In case your flag (yellow) is captured, shoot the opponent who holds the flag in order to take it back. If you are shot on the way back to your base, you do not lose the opponent's flag (red), but will restart the game further back in the course.

■ GAME IS OVER

- When all Blasters are lost.
- When the clock counts down to zero.
- When your flag is carried back to the opponent's base.

- When all

4 THE SCREEN

● Number of Ammo Bursts per Blaster
If Ammo counter shows zero, you lose one Blaster.

● Number of Blasters

● Score counter

● Round counter

● Time counter
If the counter shows zero, the game is over.

● Map
(●) Mark shows your position with each team's flag at either end. Once the flag is taken, that flag is displayed on the Map to show its position.

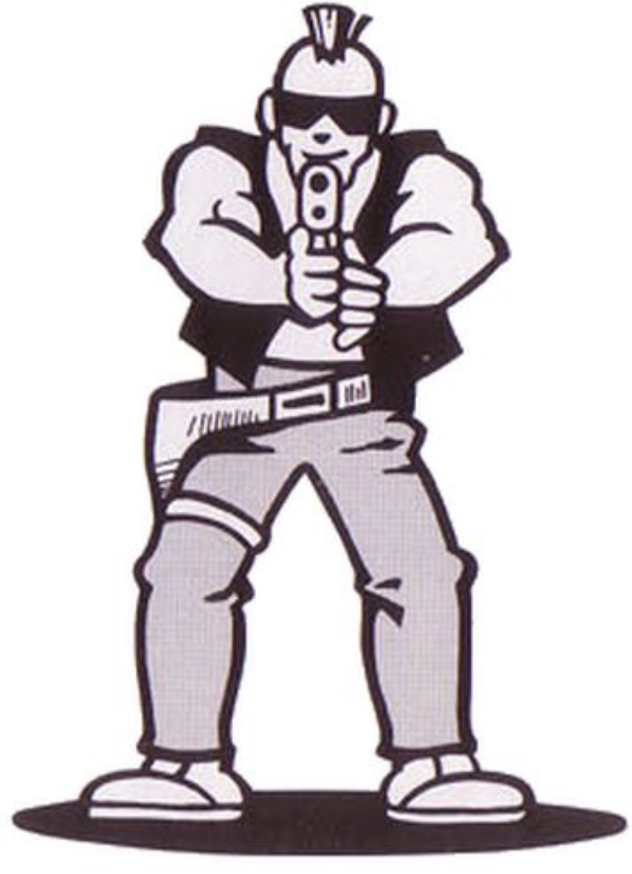
5 INTRODUCTION OF EACH STAGE & CHARACTERS

■FOREST (1st stage)

The fight in the forest. Some opponents hide themselves behind trees and some climb up trees to shoot you through the leaves.

■BRONX (2nd stage)

Gun battle in the city. Here, opponents fire at you through windows, too.



■WINTER (3rd stage)

There are fewer trees here than in the forest stage. Instead, opponents appear from behind the fort or the log cabin to attack you.

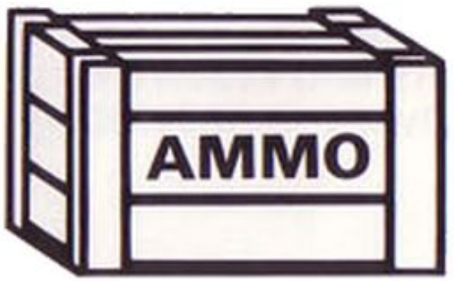
6 SCORING

LARGE OPPONENT
100 pts.

MEDIUM OPPONENT
150 pts.

SMALL OPPONENT WITH AMMO BOX
300 pts.

SMALL OPPONENT WITH FLAG
200 pts.



AMMO BOX
200 pts.

FLAG
500 pts.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio / television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Game Pak "NES-GP"

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